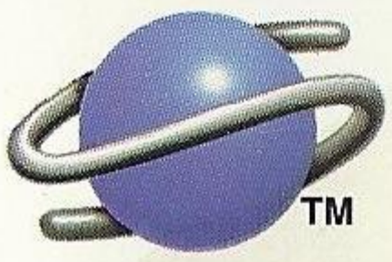
SEGA™

Digital Pictures

CORPSE KILLER™

GRAVEYARD EDITION



SEGA™

'ONE OF THE TOP 20 GAMES OF THE YEAR'

MATURE

M™

AGES 17+

OFFICIAL SEGA SEAL OF QUALITY

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-16201H

WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

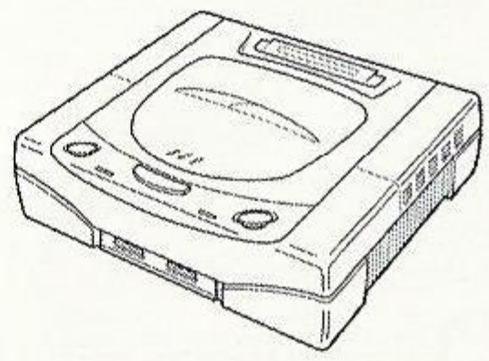
This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM. WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS. This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

HANDLING YOUR SEGA SATURN DISC - INSTRUCTIONS

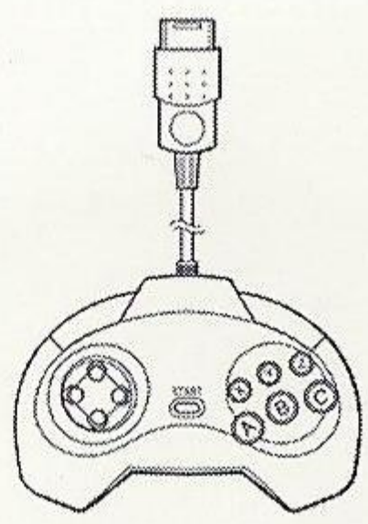
- The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, submerge it in liquids, smudge, or scratch its surface.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- KEEP YOUR SEGA SATURN DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

CONTENTS

SETTING UP



Sega Saturn Unit



Control Pad

Sega Saturn Unit, Control Pad, and CD

1. Set up your Sega Saturn system as described in the documents that came with the system. Make sure you have your control pad plugged into port 1 (the one on the left).

2. Turn on your TV or monitor, then turn on your Saturn. The Sega Saturn logo screen will appear.

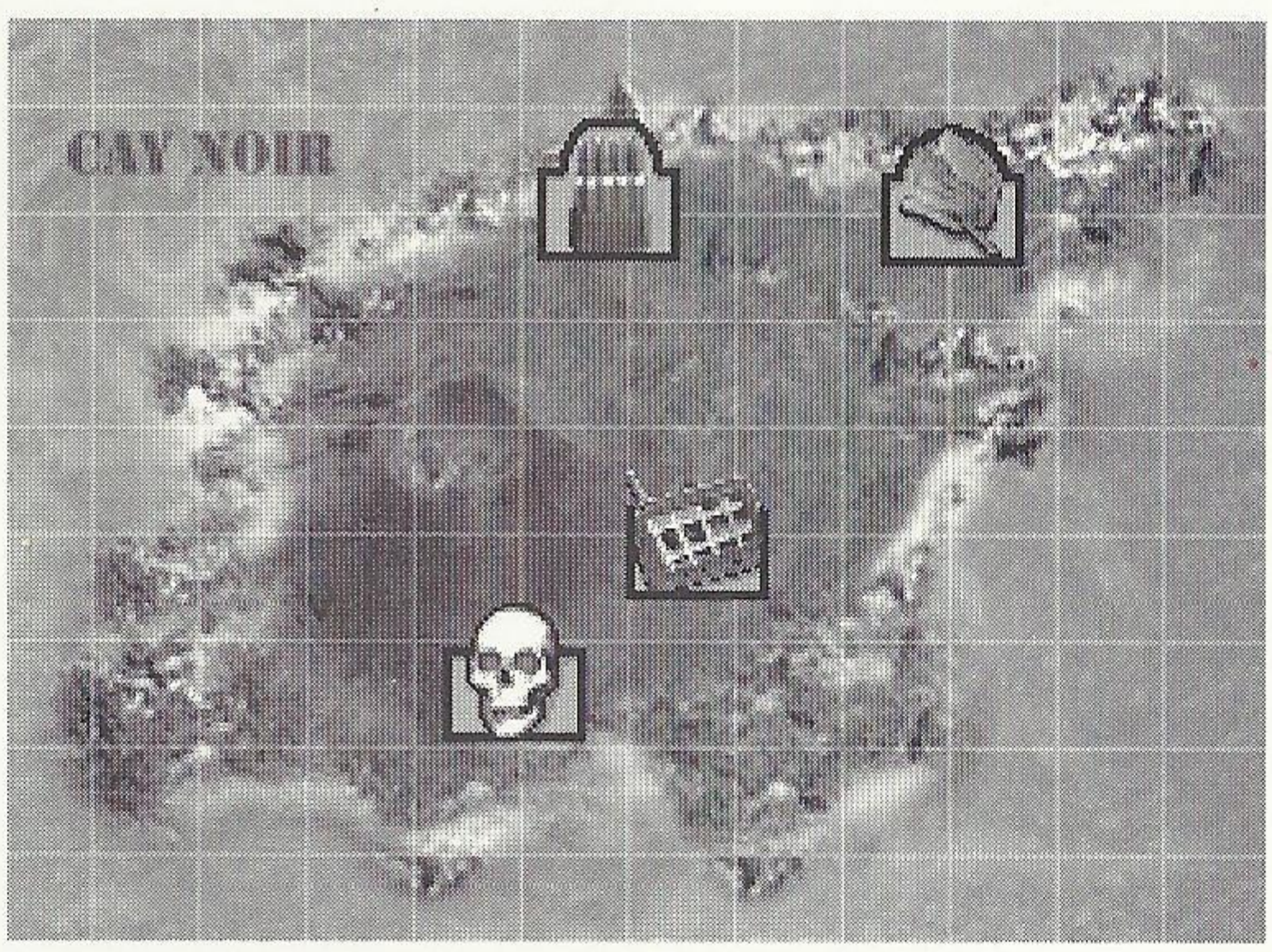
3. Lift the CD lid. Place Corpse Killer™ compact **disc #1** into the tray, label side up. Lower the lid.

4. If the Sega Saturn logo is still on the screen, press Start to begin the game. If the Control Panel is on the screen, move the cursor to the CD-ROM button and press button A, B or C to begin.

WELCOME

CAY NOIR, ISLE OF THE DEAD

The tropical island of *Cay Noir* was once populated by a mysterious race with an advanced knowledge of the processes of Life and Death. The ruins of their villages bear mute testimony to the ancient science that still may be tapped deep in the volcanic caves of the island. Dr. Hellman's breakthrough in resurrecting the dead relied on just such knowledge.



► *Map of Island*

The walled city known facetiously as *Zombietown* is what still remains of the lost race's largest village. Hellman's minions have converted it to their use and it's swarming with bloodthirsty corpses. The critical battle locations in Zombietown are the ***entrance gate***, the ***swamp***, the ***village***, and the magnificent ***fortress***, a most difficult 3-part siege to be undertaken only when fully prepared.

The *Graveyard* is your home base. If you don't protect it, zombies will come to raise the dead. The more they raise, the less likely your chances of surviving and getting to Hellman.

There are other locations on the island which will be useful for gathering information and inventory. Go when you feel the need, but watch out for renegade zombies.

YOUR ORDERS

EXTREME TOP SECRET

Pursuant to directive 2639870/NP National Security Administration file 774906/JS-819. PROCEED NO FURTHER IF YOU ARE NOT HOLDING A YELLOW SECURITY CLEARANCE CARD. VIOLATION OF THIS DIRECTIVE IS A CAPITAL OFFENSE.

Fleetcom Orders - To Be Opened In-Flight Only

Sender: Subpac@topcom.def.nsa.gov

Received: from RPTR.SATCOM.PGN by dub-img-2.fleet.com (8.6.5/5.SCRMBL-sam)

id JAA25835; 09:23:29 -0400

(PMDF V4.2-15 #4561) id

<01HFJMTJ4S008WWXIB@REG.CMDR.FLTCOM>;

09:28:35 EDT

Subject: Re: Action orders

Message-id:

<01HFJMTJ51N68WWXIB@REG.CMDR.FLTCOM>

X-VMS-To: TX%"71736.513@jointcfs.gov"

MIME-version: 1.0

Content-transfer-encoding: 128BIT scrmbl-sam

To: Capt. Daniel Cooper, Spl. Forces

MESSAGE: Proceed with strike force to Cay Noir matrix Delta drop zone and commence operation. Search and destroy belligerents, fire at will.

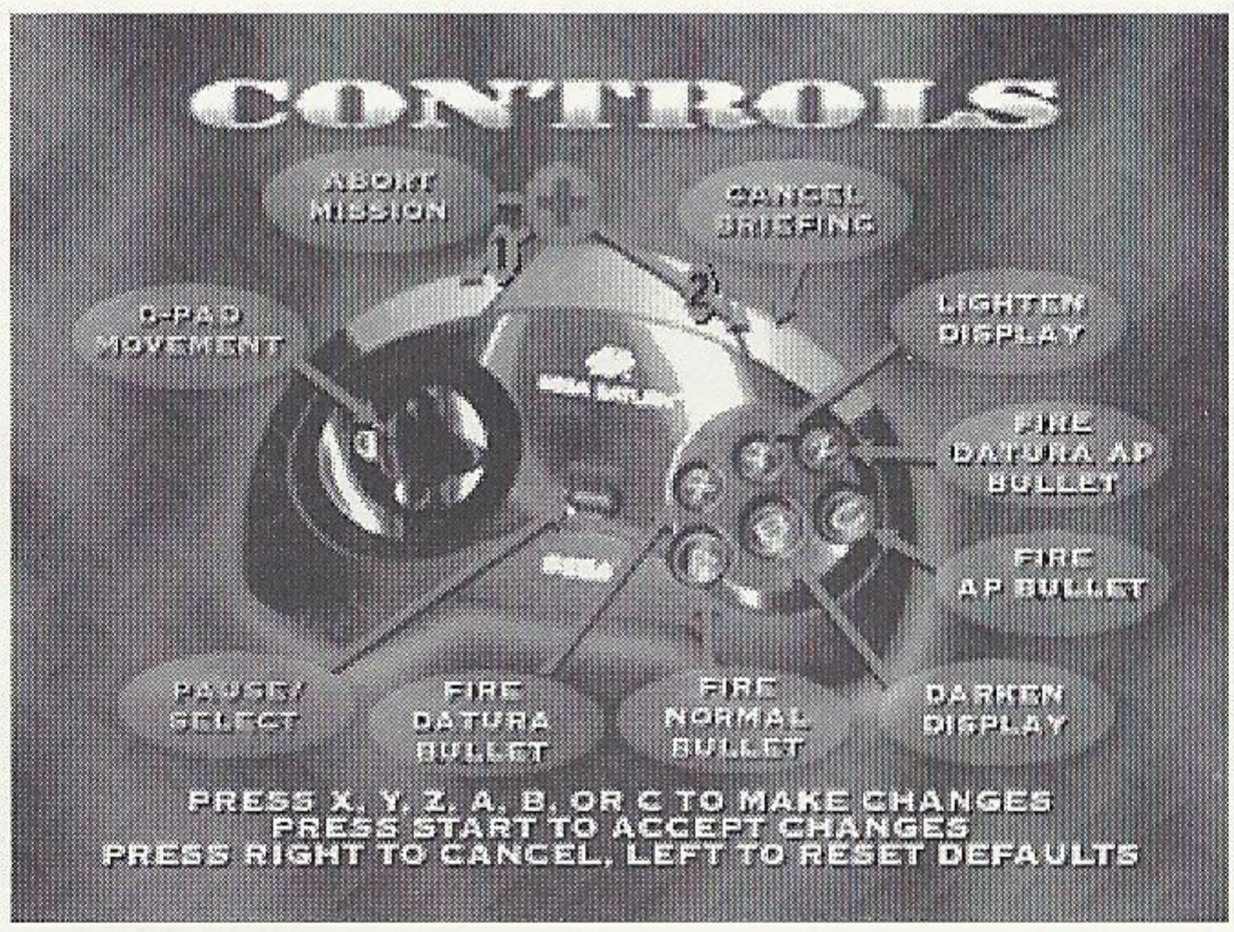
Locate and neutralize Dr. Elgin Hellman. Air strike will proceed at successful conclusion. Anticipate significant and protracted resistance. Enlist aid of locals against hostiles if necessary.

Like yourself, each of your men is supplied with a datapod access card programmed with unique and specific reference and strategic information. Everything you need to know is on those cards, which will be activated upon your arrival.

On a personal note, Danny, don't get peeved about that new Lieutenant I've assigned you. He kicked Saddam's butt all over the place in Desert Storm and he's got that guts-and-glory Special Forces look in his eyes. You need this guy, Danny. If you fail, God help us all. Signed off com: Maj. General Harlan Skowcroft, J.M.C.

PLAYING THE GAME

Controls



► *Sega Controller Diagram*

The default assignments are labeled in the diagram above.

A Button • Press to fire NORMAL BULLETS.

B Button • Press to DARKEN the screen graphics overlay.

C Button • Press to fire ARMOR-PIERCING BULLETS (if available.)

X Button • Press to fire DATURA BULLETS (if available.)

Y Button • Press to LIGHTEN display.

Z Button • Press to fire DATURA/ARMOR-PIERCING combination bullets (if available.)

R Button • Press to CANCEL BRIEFING.

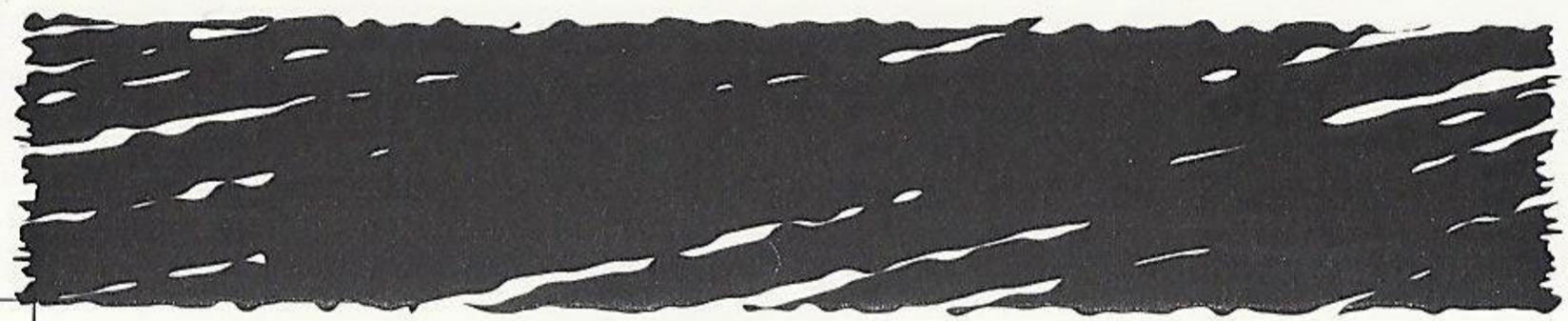
L Button • Press and hold down the **L Button**, then press the **R Button** to activate MISSION ABORT.

Start Button

- Press to pause the game.
- Press to select a menu item from the Start or Options screens.

Directional Pad (D-pad)

- Press up, down, left, right on the **D-pad** to aim your gun.

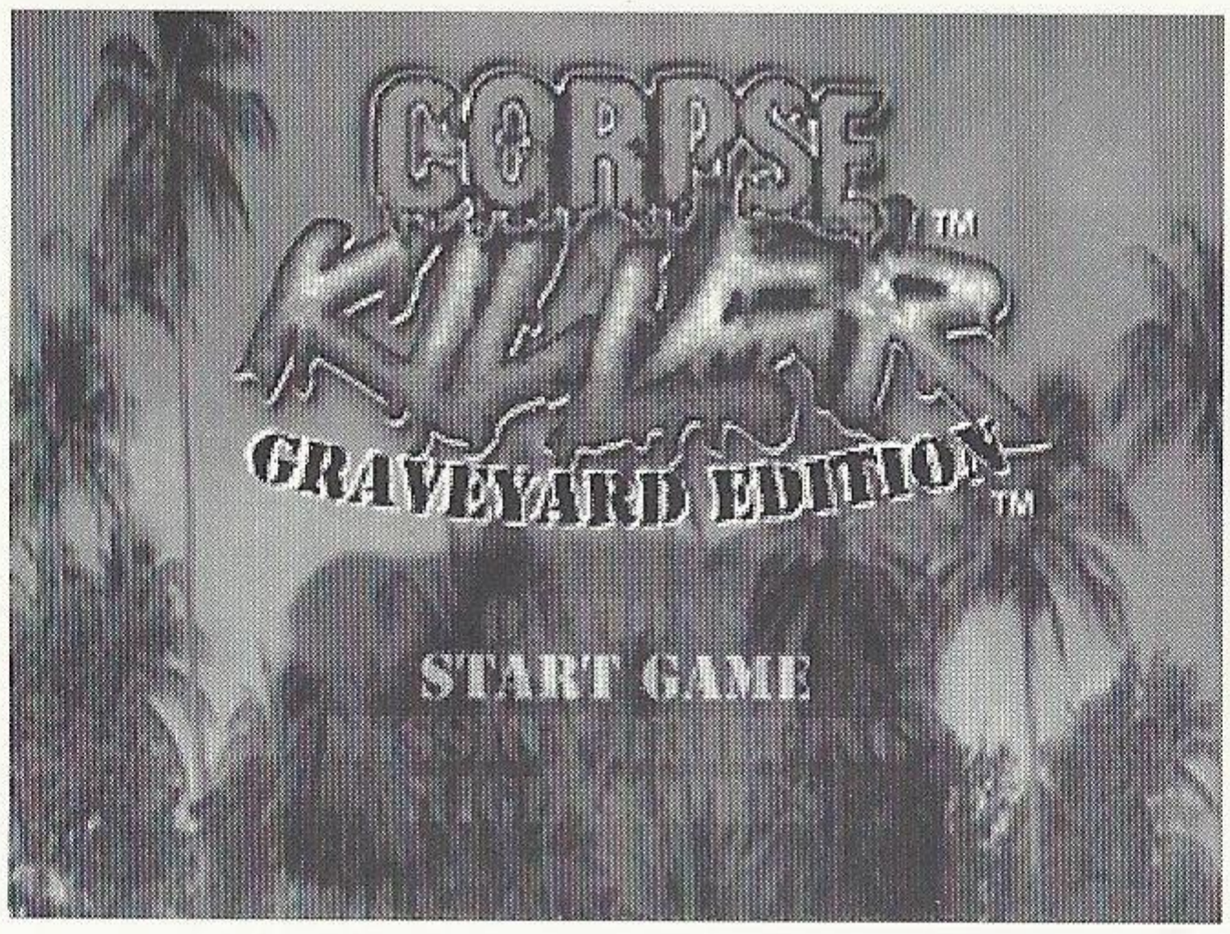


- Press up or down on the **D-pad** to move through menu selections on the Options screen.

A+B+C+Start

- Press A+B+C+Start simultaneously to RESTART the game.
- Press A+B+C+Start **twice** to view the Sega Saturn on-screen CONTROL PANEL.

The Start Screen



▶ *Start Screen*

- OPTIONS
  To go to the OPTIONS Menu, highlight the Options item and press the **Start Button.** (For a detailed break-out of this screen, see OPTIONS SCREEN below.)
- START GAME
  To begin a new game, highlight the START GAME item and press the **Start Button** on your controller.
- MISSION BRIEFING
  To access the MISSION BRIEFING, highlight the MISSION BRIEFING item and press the **Start Button** on your controller.
- HIGH SCORES
  To see the HIGH SCORES, highlight the HIGH SCORES item and press the **Start Button.**

OPTIONS SCREEN

► *Options Screen*

Restore Game

Highlight this item and press the **Start Button** to select. In the RESTORE GAME SCREEN use the **D-pad** to highlight the game you wish to restore. Then press START or the **A Button** to RESTORE that game. Press C to cancel.

Special Multi-Disc Note

Corpse Killer - Graveyard Edition is a two-disc product. If you insert Disc #2 and want to start a new game, you will be asked to insert Disc #1 and reset the system. You can restore saved games that were saved from Disc #2 by going to the **Options screen**. If you attempt to restore a saved game that was saved on Disc #2 from Disc #1 you will be asked to insert Disc #2 before gameplay resumes.

Since this is a two-CD product, sometimes you will be asked to insert one disc or the other as you make progress through the game. Immediately after you rescue Fleming (your second Special Forces buddy) you will see the following screen prompting you to change to disc #2:

CHANGE DISC
Please Insert Disc #2

Your Saturn™ will go
to the CD Control Panel.

Start Disc #2 to
resume play.

In the CD **control panel**, use the **D-pad** to highlight the CD-ROM **button** and press button **A, B or C** to continue play. Do not be concerned at this point that a restart has occurred. No loss of data will take place. The state of the game will automatically be continued on disc #2 from the point you left off on disc #1.

Backup RAM Full Warning:

Because the Sega Saturn system must be reset between disc #1 and disc #2, Corpse Killer will write a small file to your Saturn's backup RAM so that it can remember your position in the game. If at the time you must change discs you don't have enough backup RAM available for this file, you will be asked to delete a saved game file. The warning message will look like this:

Warning:
BACKUP RAM FULL

Not enough room
in backup RAM to
change discs.

Please delete a saved
game to resume.

Hit any button at this screen to bring up the DELETE GAMES SCREEN. Proceed from DELETE GAME SCREEN below:

Delete Game

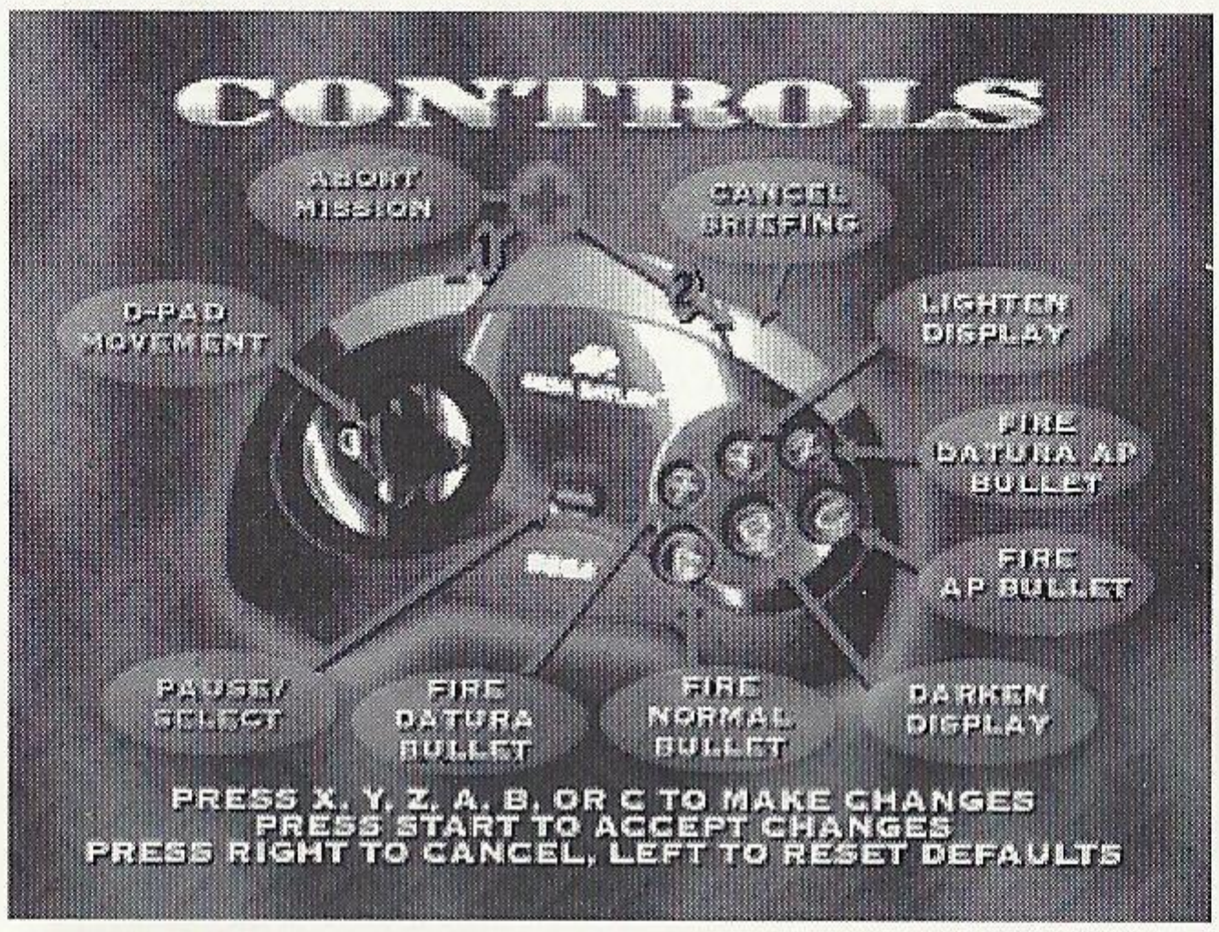
Highlight this item and press the **Start Button** to select. In the DELETE GAME SCREEN use the **D-Pad** to highlight the game you wish to DELETE. Then press **START** or the **A Button** to **DELETE** that game. Press **C to cancel.**

Sound Effects

Highlight this item and use the left and right **D-Pad** buttons to highlight either **ON** or **OFF.**

Controller Remap

Highlight this item and press the **Start Button** to select and enter the CONTROLS SCREEN.



▶ *Controls Screen*

While in this **CONTROLS** screen, the six buttons on the right of the controller-**A,B,C** and **X,Y,Z** can be reassigned to swap any of their functions with any other of the six buttons:

1) Press one of the six buttons.

2) While continuing to hold down the first button, press a second button.

3) The two buttons will swap assignments.

4) You may repeat the process as many times as you like.

5) Once you're satisfied with the button assignments, press **START** to lock in the changes and exit the screen. If you do not, the button assignments will revert to their previous settings upon exiting this **CONTROLS** screen.

6) If you wish to **CANCEL** your button reassignments and exit the screen, push the **R-Button**

7) To reset button assignments to the default setting, press the **L-Button**

Difficulty Level

Highlight this item and use the left and right **D-Pad** buttons to highlight one of the three difficulty levels: **NORMAL**, **BLOODTHIRSTY** or **CANNIBAL**.

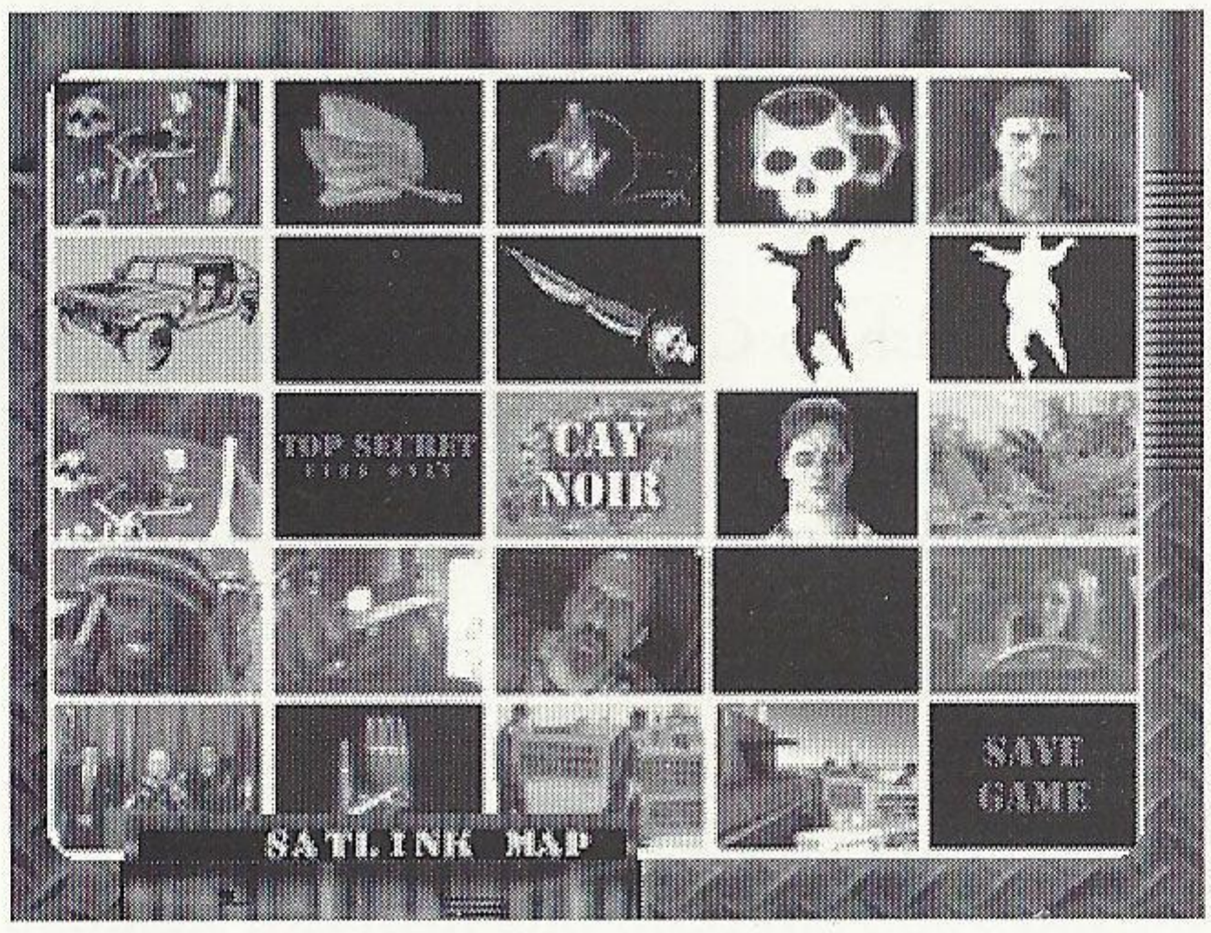
Exit

Highlight this item to **EXIT** the OPTIONS SCREEN and return to the START SCREEN.

DATAPOD

The Special Forces has issued you a hand-held information and communication system. Use it when you have time in the graveyard.

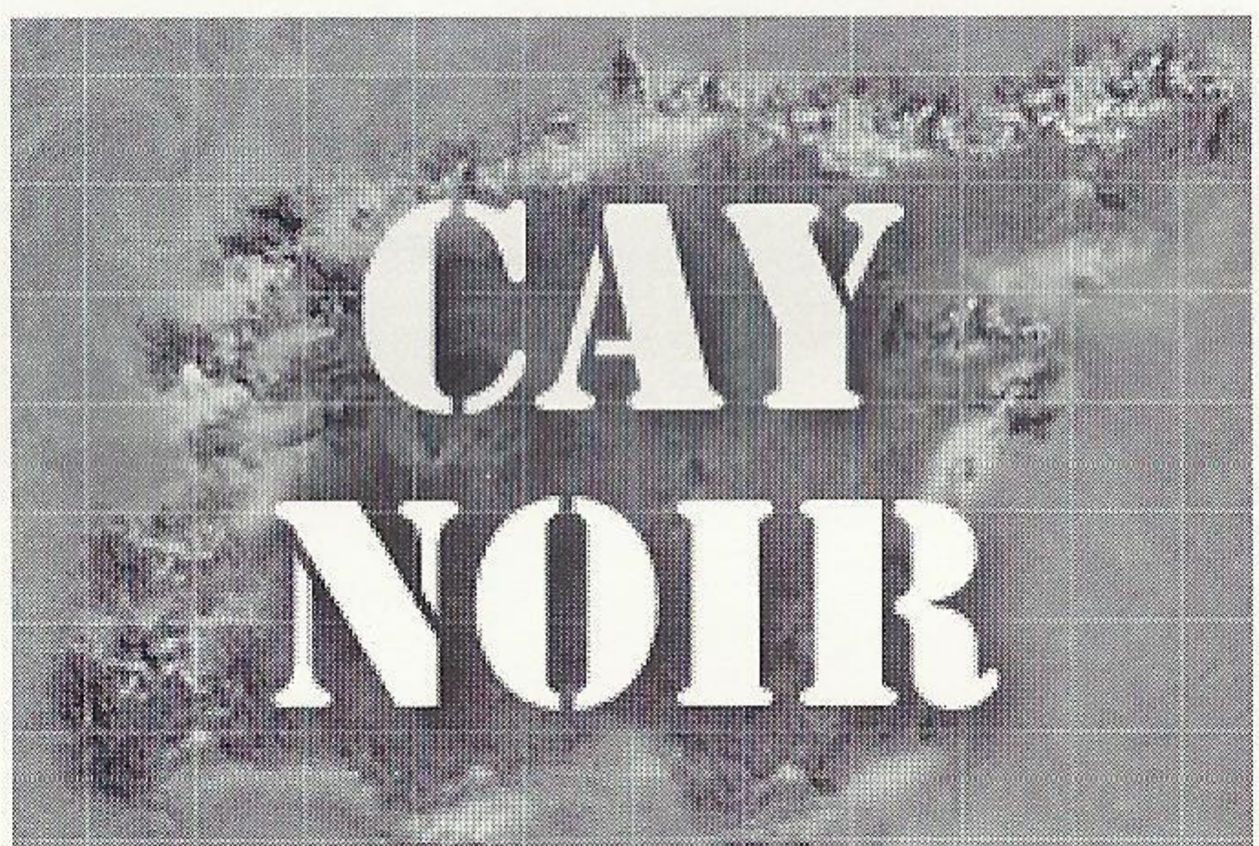
New datapod icons appear when you have uncovered new information or received a new access card from a liberated soldier-buddy. Use the **D-pad** to highlight an icon and press **START** to access the information.



► *Datapod Screen*

Satlink Map

Use the Satlink map icon to go to another location on the island. Use the **D-pad** to highlight an icon on the map and press **START** to go to that location.



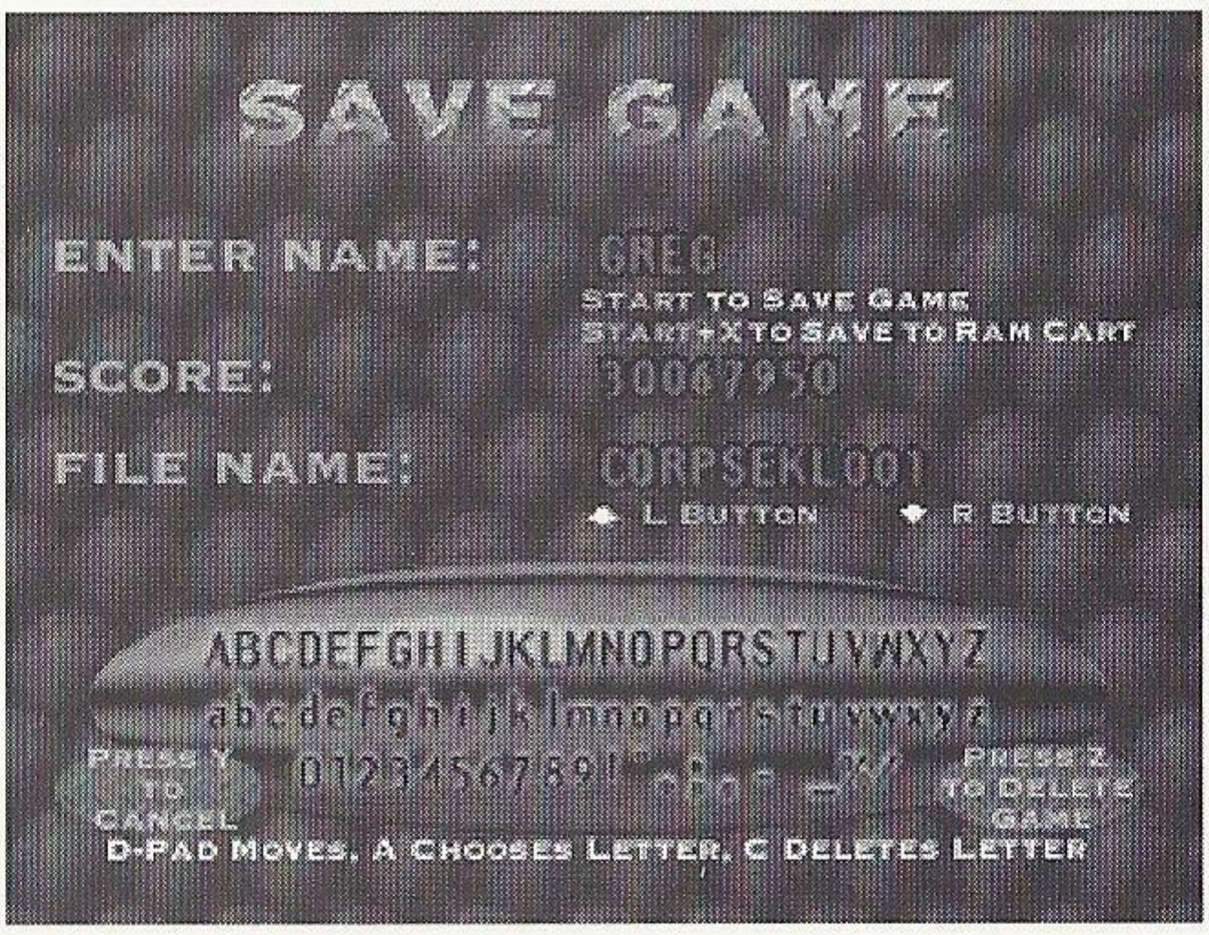
► *Satlink Map Icon*

Save Game

You can *Save your Game* from the Datapod by highlighting at the **Save Game** icon using the **D-pad** and then pressing START. This will bring up the **Save Game Screen.**

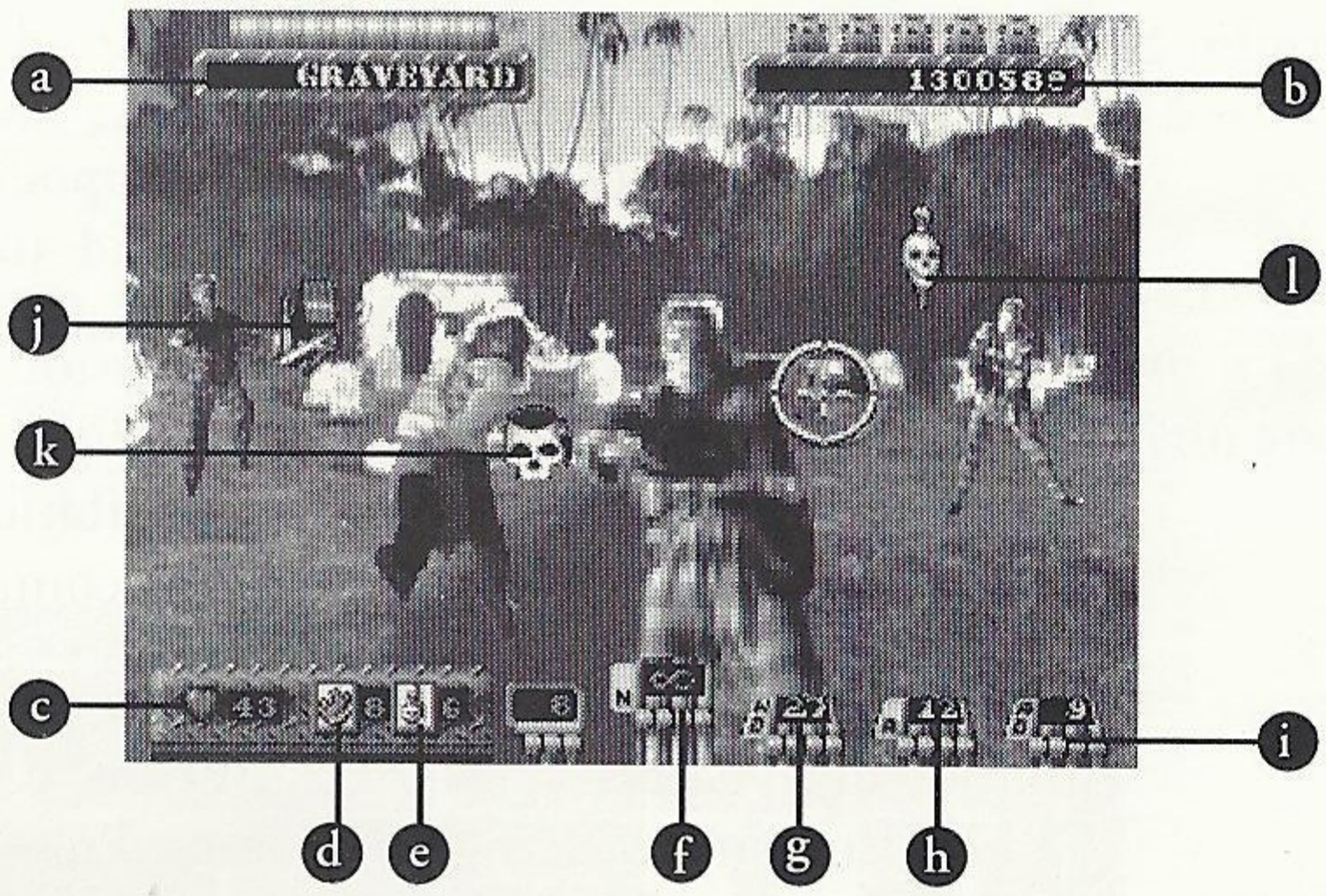
Enter a name using the **D-pad** to highlight a letter and the **A Button** to choose it. Press the **C Button** to delete a letter. Then press the **Start Button** to save the completed file name. Cancel by pressing the **Y Button.**

Additionally, you can press the **Z Button** to delete a file. Use the **L/R Buttons** to change filenames. Press the **X Button +** START to save a file to cartridge.



▶ *Save Game Screen*

BATTLE SCREEN



▶ *Battle Screen*

a. Score

b. Location Bar

c. Health Indicator: Your health is indicated by the ***health counter*** next to the ***heart.*** Because you were bitten and infected with zombifying poison when you landed on the island, your health is steadily deteriorating. If you let zombies get to you while battling, they'll bite you and you'll deteriorate faster. Get your health restored by earning ***Datura potion*** and shooting ***Health Mug Power-ups.***

d. Hanja Root Counter

e. Ju-Ju Stick Counter

f. Normal Bullet Counter

g. Normal Datura Bullet Counter

h. Armor-Piercing Bullet Counter

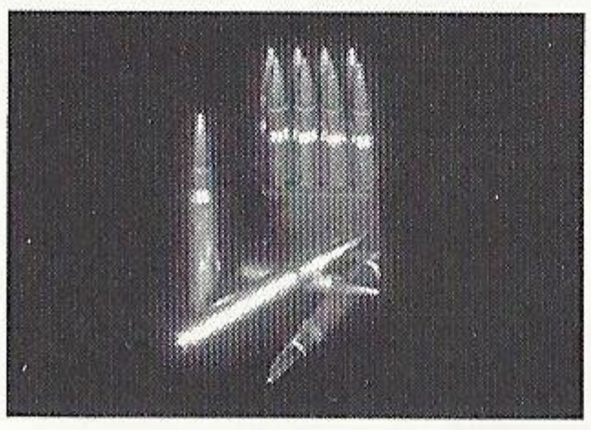
i. Armor-Piercing Bullet with Datura Counter

j. Datura Bullet Power-up Icon: These fall through the battle screens and can be shot to gain Datura bullets.

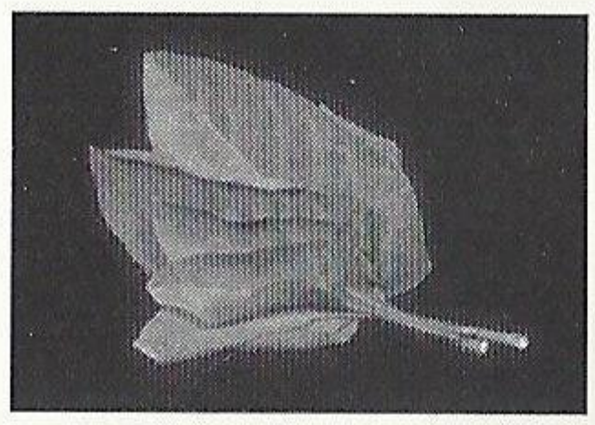
k. Health Mug Power-up Icon: These appear in the battle screens and can be shot to gain health.

l. Bobbing Skull Voodoo Spell Icon: These appear in the battle screens and will put you under a brief Voodoo spell if shot.

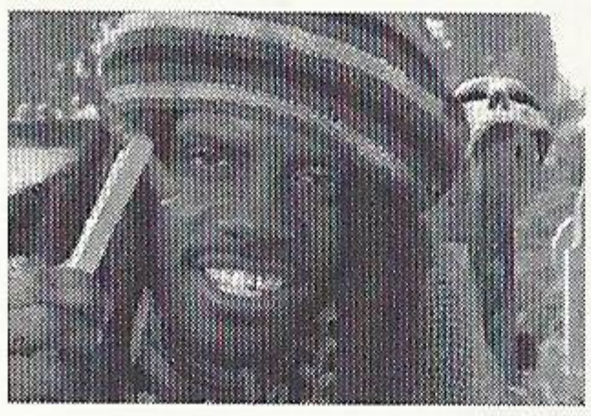
INVENTORY



ARMOR-PIERCING (AP) BULLETS can be found throughout the island. Packets of these bullets were air-dropped with you and may be located via your Datapod. AP bullets are more powerful than normal bullets, but supplies are limited.

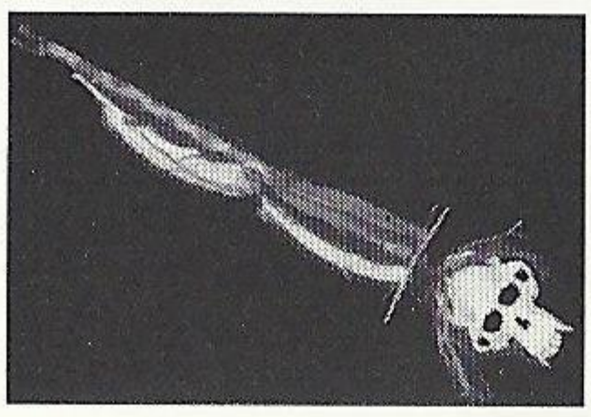


DATURA is a native plant from which Winston concocts special potions. You can choose to have Winston coat your bullets with powerful zombie-killing potion or make you an antidote that will temporarily restore your health. The choice is up to you, so choose the strategy best suited to your needs.

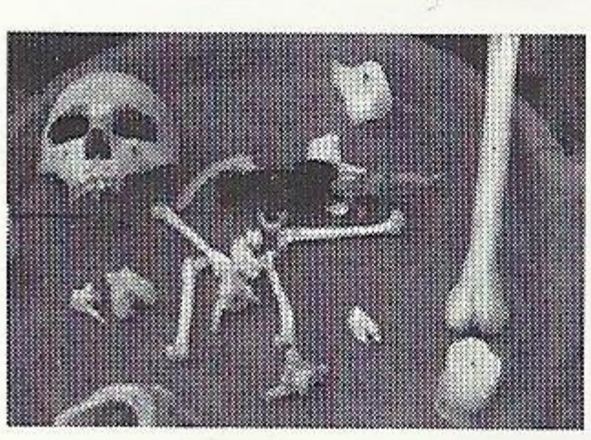


DATURA-COATED BULLETS are much more effective against zombies than regular bullets or AP bullets. Use them when you're in trouble and make sure you save an ample supply for battle with your zombified buddies in the fortress.

HANJA ROOT is a Datura power enhancer. It further increases the bullet potency.



A JU-JU STICK gives you special shielding powers against the onslaught of the Black Magic Men. Ju-Ju sticks protect from the bite of Reapers, Strawmen, and your zombie-ized Special Forces buddies–the screen flashes yellow when a Ju-Ju stick has been used for protection. Ju-Jus are used automatically, as their magic wards off the evil spirits.



BABA KOO MANBONES are found around the island . Winston throws them for mystical interpretation. Listen to his advice.

Pause

You can pause the action at any point by pressing the **Start Button.**

Return to the game by pressing START again.

Battle Briefing

POP-UP SLINGERS exist in all appropriate battlescreens. Hit them early before they can launch their deadly payload of ***skulls, spiked balls, knives*** and ***grenades.*** These objects can also be fired at. If hit, they'll deflect safely away.

HUGE POP-UP ZOMBIES may attack at any time. You can only stop them with ***armor-piercing bullets.***

MAIN CHARACTERS

You're The Lieutenant.

Be all that you can be !

WINSTON is a Rastafarian fortune hunter who came to Cay Noir in search of buried treasure. He plans to use it to fulfill his fantasy and buy a Hummer all-terrain vehicle. Well-versed in the rites of Voodoo.

JULIE is a struggling journalist. She stumbled across the shocking "Project Manpower" in Washington, and the sordid trail of rumor and innuendo has led her to Cay Noir. Nothing will stand in her way as she stalks the story of a lifetime.

NECROBIOLOGIST DR. ELGIN R. HELLMAN headed a top-secret Pentagon research team exploring the controversial fields of near-death experience, cryogenics, vampirism, ethnobiology and morphology. He disappeared from public life when he was drummed out of the Pentagon a few years ago...

MAGLIANO,

FLEMING,

DUFFY

These are the members of your Special Forces strike team..

led by...

THE CAPTAIN, Danny Cooper, DSC (Distinguished Service Cross), CMO (Congressional Medal of Honor). One tough S.O.B.

The Zombies

Ded Boyz - Street gang famous for their murderous assaults on rival gangs and hapless tourists alike.

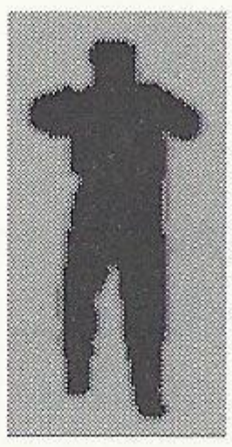
Cult Killers - Crazed hippies who made the front pages with their lurid, ritualistic killing sprees.

Electroposse - Electrocuted mass murderers whose deeds forever infamized Texas towers, post offices, subway cars and fast food restaurants.

Serial Killers - They could be "the guy next door." Their pleasant demeanors mask an unquenchable thirst for cold, calculated killing...one victim at a time.

Mercenaries - Former Death Squad members, these are the most disciplined of the gangs. Hellman's elite forces.

Renegades - These unaffiliated derelict dead dudes roam around and may attack at any time. Watch out!



Black Magic Men

The Shadowmen: They are shadows that walk just like one of the on-screen zombies. The Shadowmen oscillate between white (Good force) and black (Evil) so you

want to shoot them while they're white. If you shoot a Shadowman while white, he will implode and suck up all the Black Magic around him, destroying any zombies within range. If you shoot a Shadowman while he is black, you will lose health. Shadowmen cause the screen to flash red when hit as dark Shadowmen, blue when light. If shot while transitioning between Good and Evil (gray), the Shadowman will simply die without further effect.

Black Magic Strawmen: Wild death totems with Black Magic power. If you shoot a Black Magic Strawman with an uncoated bullet (regular or AP), you lose significant health. If shot with a Datura-coated bullet, he dies like a zombie. If you miss and he bites you while you're in possession of a Ju-Ju Stick, you're left unharmed. If you don't have a Ju-Ju Stick, you lose significant health.

Reapers: Exotic Black Magic zombies with mud-encased heads. A Ju-Ju Stick will help protect you from Reapers.

CREDITS

A Digital Pictures Production

Executive Producers	*Tom Zito*
	Tyler Johnson
Interactive Design	*Ken Soohoo*
	Kenneth Melville
Additional Design	*Noah Falstein*
Music	*Bradley Smith*
Editing	*Peter Bazinski*
Production Design	*Anthony Tremblay*
Director of Photography	*Anthony Palmieri*
Screenplay	*Kenneth Melville*
Computer Programming	*Ken Soohoo*
Produced by	*Charles Ogden*
	Gene Marum
Directed by	*John Lafia*
Computer Graphics	*Cuyler Gee*
	Josh Solomon
	Kim Tempest
	Brian Anderson
	Jarmila Seflova
Package & Manual	*The Design Office of Wong & Yeo*
Product Marketing Manager	*Justine Rosenheck*
Produced for the Sega Saturn by	*Shari Little*

Cast

WINSTON	*Jeremiah Birkett*
JULIE	*Brigett Butler*
HELLMAN	*Vincent Schiavelli*
MAGLIANO	*John Cassini*
FLEMING	*Gary Anthony Sturgis*
DUFFY	*Erin Bobo*
CAPTAIN	*Bill Mosley*
GENERAL	*Charles Kahlenberg*

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& WARRANTY

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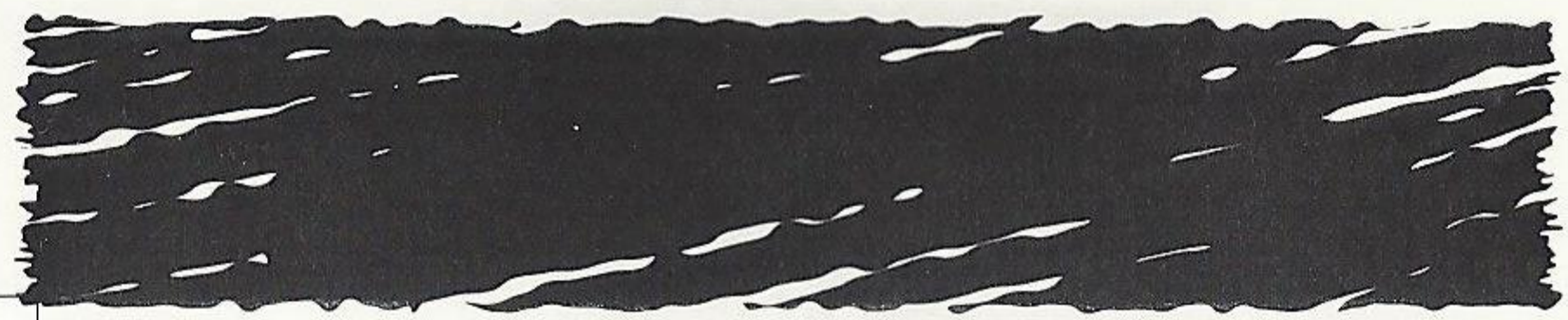

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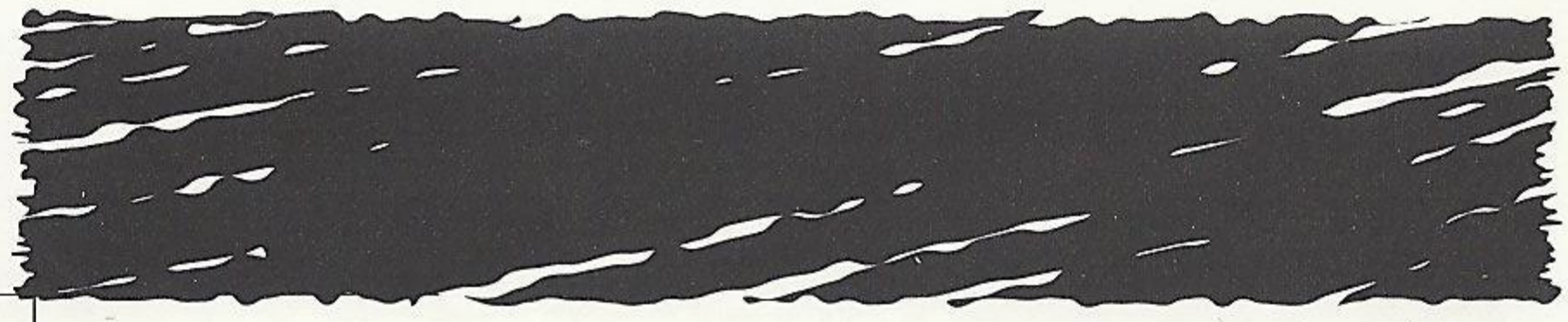

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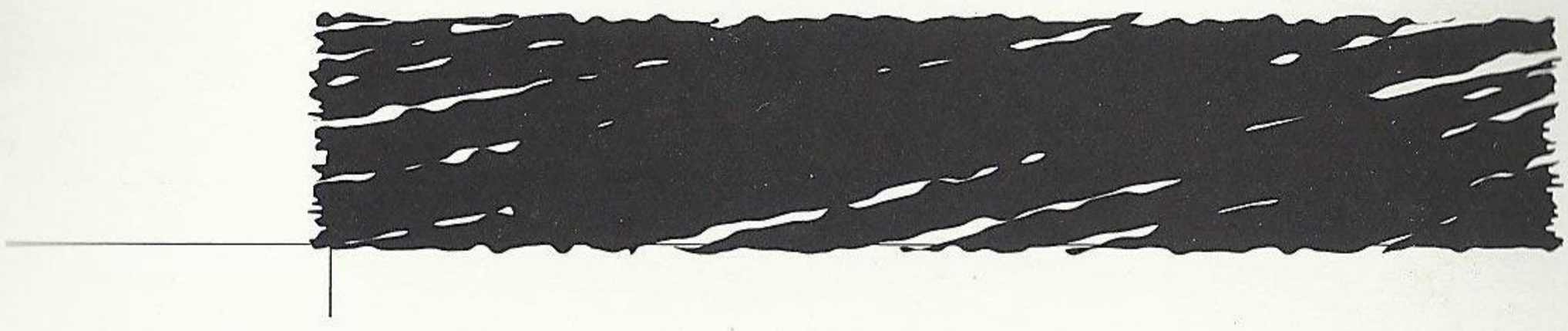

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